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BATTERY LIFE

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GOOGLE OPENS ALPHABET ERA WITH 3Q REPORT THAT LIFTS STOCK

Google received an "A" from investors for its third-quarter report that ushered the Internet search leader into a new era under Alphabet, its recently formed parent company.

The numbers released Thursday indicated that Google is making significant strides in the increasingly important mobile-device market, with its earnings surging 45 percent to nearly \$4 billion, or \$5.73 per share.

Ruth Porat, Alphabet's chief financial officer, cited improvements in mobile search and more mobile traffic on Google's YouTube video site as keys to the quarter.



Alphabet, which replaced Google as a publicly traded stock earlier this month, won extra credit by announcing plans to spend nearly \$5.1 billion buying its own shares over an unspecified period. Buying back stock is something Google never did in its 11-year history as a publicly traded company.

The third-quarter gains also reflected the financial discipline that has been imposed by Porat, who made it clear she intended to curb spending shortly after joining Google in May. Google's operating expenses in the third quarter rose at slightly slower pace than net revenue, helping to fatten profit margins.

Google's revenue for the three months ending in September totaled \$18.7 billion. After subtracting ad commissions, revenue totaled \$15.1 billion, a 15 percent increase from last year.

Both the third-quarter earnings and revenue topped the analysts' projections that steer investors' expectations.



Alphabet's Class C stock soared \$62.86, or 9 percent, to \$744. If the shares hit that level in Friday's regular session, it will be a new high for the stock.

The report covered a three-month period ending marked Google's final quarter as a public company. Google now is a subsidiary of Alphabet, which was created to oversee the hodgepodge of businesses that have been launched with the tens of billions of dollars that Google has made as the Internet's dominant search engine.

In January, Alphabet will report Google's financial numbers separately from a group of peripheral businesses that experiment with self-driving cars, invest in startups, make Internet-connected thermostats and search for cures to health problems.

That breakdown is expected to reveal how much money Google would have been making in recent years if it hadn't been diverting billions of dollars to finance risky projects that Alphabet CEO Larry Page calls "moon shots."

Page, Google's co-founder, had been the company's CEO until Alphabet's birth. Google's new CEO, Sundar Pichai, assured analysts during a Thursday conference call that the company is "just beginning to scratch the service Our vision is for Google to remain a place of incredible creativity and innovation that uses a unique technical expertise to tackle big problems."





Google's profit margins have been squeezed by the shift to mobile devices from laptop and desktop computers during the past five years. The company was better prepared for the upheaval than most of its technology peers because it had the foresight to build and develop Android, a mobile operating system that features Google's search engine, maps, email and YouTube video site.

Even though Android is being used on 1.4 billion devices around the world, Google still has been hurt by the move to mobile. That's because advertisers haven't been as willing to pay as much for marketing messages shown on the smaller screens of smartphones.

The phenomenon is one reason that Google's average price for ads, a statistic known as "cost per click," has declined for four straight years.

The third-quarter cost per click dropped another 11 percent from the same time last year.

But marketers are gradually paying more to connect with prospective customers on mobile devices as Google has come up with ways to fit more ads on screens and done a better job of demonstrating that the pitches translate into sales.

In the U.S., the average cost per click for ads shown after mobile searches climbed 18 percent, according to digital marketing consultants IgnitionOne. Google says average ad prices on mobile devices have been rising in the U.S. but hasn't provided specific numbers.









TVVITTER CEO GIVES UP \$200M IN STOCK FOR COMPANY EMPLOYEES

After laying off more than 300 workers, Twitter CEO Jack Dorsey is trying to lift the spirits of the remaining employees by giving them 6.8 million shares of the stock he owns in the online messaging service.

Dorsey is giving up the stock, currently worth more than \$200 million, so Twitter can award the shares to its employees, according to documents filed Friday with the Securities and Exchange Commission.

The gesture comes a week after Dorsey laid off 8 percent of Twitter's workforce in an effort to make the company profitable for the first time in its nine-year history. The gift represents nearly one-third of the stock Dorsey owns in the San Francisco company.

"I'd rather have a smaller part of something big than a bigger part of something small," Dorsey tweeted about surrendering some of his stock. "I'm confident we can make Twitter big!"

Twitter said Dorsey's shares will be earmarked for stock issued to employees next year under the company's incentive plan.

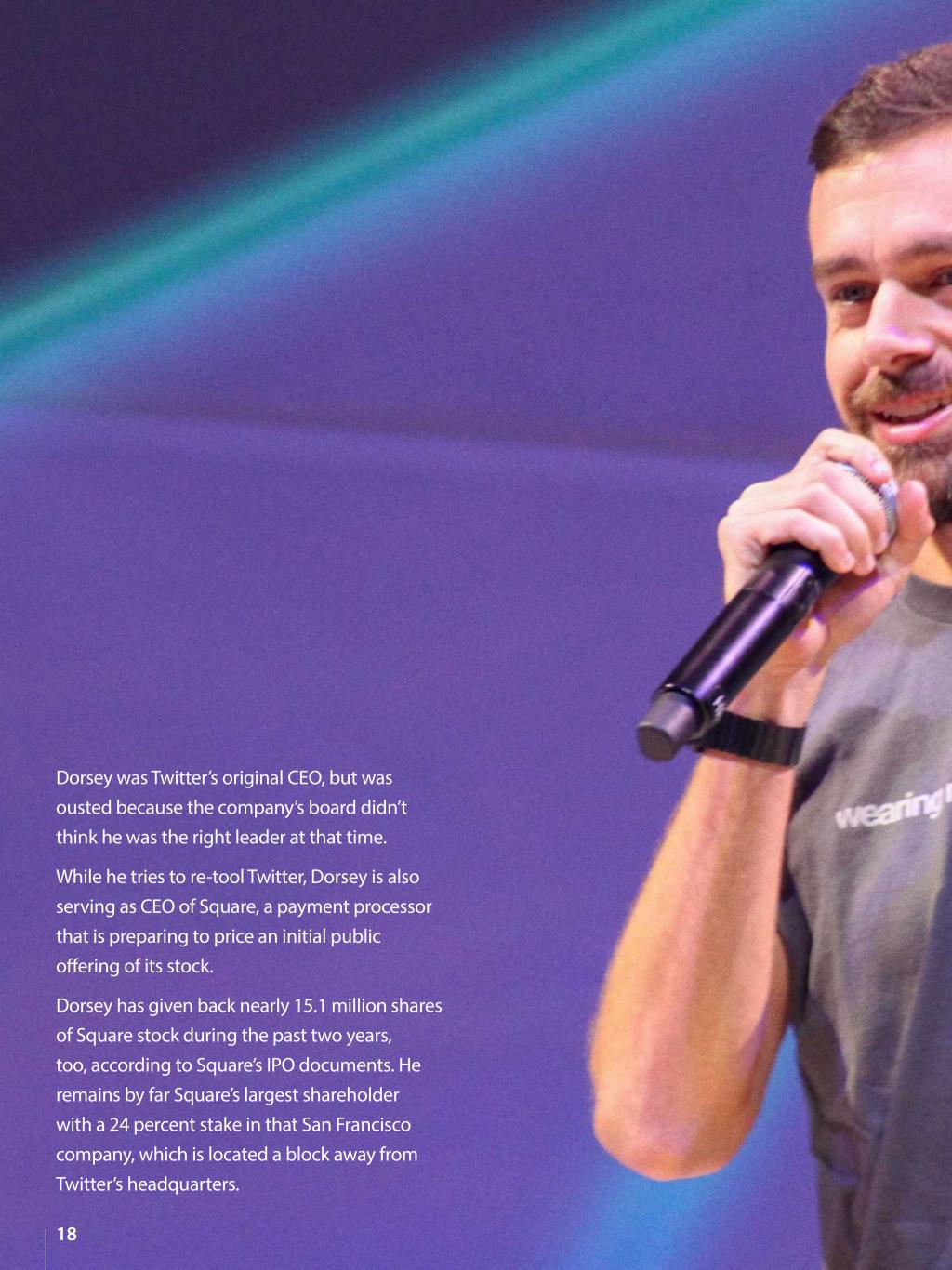
Dorsey will still own 15 million Twitter shares worth about \$460 million, based on Twitter's current market value.

Twitter's stock gained \$1.13, or nearly 4 percent, to close Friday at \$30.28.

The shares have declined by 40 percent in the past six months amid concerns about Twitter's slowing user growth and inability to make money.

Twitter Inc. brought back Dorsey, one of its cofounders, as its CEO in hopes that he can figure out a way to make the messaging service more appealing beyond its core audience of about 300 million users. By comparison, Facebook's social networking service has 1.5 billion users, even though it is only two years older than Twitter.











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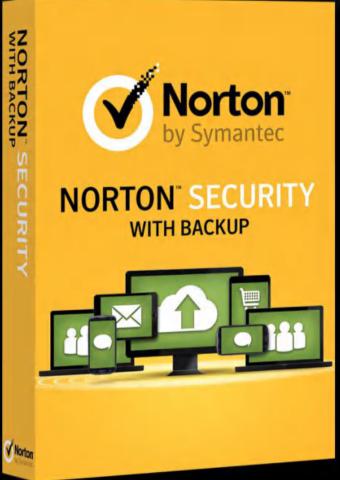
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TECH COMPANIES FACE ROCKY ROAD ON THE VVAY TO MAKING CARS

Silicon Valley may think it can build a better car. But should it?

As tech giants like Google and Apple look to automobiles as the next frontier for innovation, they face a looming reality: Cars are a lot harder to manufacture and sell than smartphones.

Industry veterans and critics warn that the auto business is a different animal. It's fraught with massive costs to erect auto plants, complexities in developing new sales and service systems, and daunting liabilities involved when human lives are at stake.

Automakers recalled a record 64 million vehicles in 2014, shattering the old record of 30.8 million set in 2004.









General Motors Co. has had to pay \$5.3 billion to cover fines, victim compensation and the recall of millions of vehicles for faulty ignition switches. Toyota Motor Corp. paid a \$1.2 billion fine for failing to report safety defects, and Volkswagen Group has set aside \$7.3 billion for the potential costs of its emissions scandal.

"I think, like so many Silicon Valley techies, that they believe they are smarter than the world's automobile business, and that they will do it better," said Bob Lutz, a retired General Motors vice chairman. "No way."

He added that tech companies would pay the same high prices for expensive components such as electric car batteries, likely pushing retail prices of their vehicles out of reach for the average driver.

"It will be a huge money loser," Lutz predicted.

To be sure, Google and Apple have plenty of cash to burn, with about \$270 billion in the bank combined. But the challenges of the car industry may be steering them to find ways to revolutionize automotive technology without becoming actual automakers.

GOOGLE

Mountain View, California-based Alphabet, the new holding company for Google and its affiliated businesses, has spent six years working on cars that can drive without human assistance. But the company says it doesn't want the responsibility of building the robotic vehicles.

Instead, it plans to make the self-driving system available to automakers that already have factories, dealerships and experience.

"We have enormous respect for the expertise of the automotive industry and how big and complex a job it is to manufacture a vehicle," company spokeswoman Courtney Hohne said. "We'll partner with many different companies to bring this technology into the world safely."

The strategy is consistent with how Google currently operates. It relies on other companies to produce the devices powered by its software. Most smartphones, for example, operate on its Android software. But the company doesn't make any of the devices.

If its self-driving system makes it to market, the company could license the software for a fee or, perhaps, making it free to use like Android.

That's because it makes most of its money from ads within their popular online services. If they no longer need to drive, people might spend time in their cars watching videos on Google-owned YouTube or seeking information on Google's search engine - both of which show ads.

But licensing their technology won't insulate it from safety issues. The company potentially could be held liable if one of its self-driving cars goes awry and injures or kills people in an accident.





APPLE

Apple CEO Tim Cook told an audience this week that the automotive industry is ripe for "massive change," with new software, electric motors and self-driving capability becoming "much more important, in a huge way."

But Cook avoided commenting on reports that Apple may be building its own car, according to a video recording of his remarks Monday at a technology conference sponsored by The Wall Street Journal.

"What we really want, hopefully in the short term, is we'd like people as they enter their car to be able to have an iPhone experience in their car," he said.

Apple has developed software for automakers called CarPlay, which lets drivers use an iPhone and its voice-activated assistant Siri to operate some electronic controls and entertainment systems.

In a research note, UBS analyst Steven
Milunovich cites the \$2 trillion auto industry
as a potential new opportunity at a time when
sales of smartphones, tablets and PCs are seeing
slower growth globally.

Milunovich noted, however, that cars have significantly lower profit margins than iPhones.

Apple, which makes most of its money from iPhones, reported \$39.5 billion in net income for its last fiscal year, on total sales of \$182.8 billion. GM reported only about \$4 billion in profit for its last fiscal year, on sales of \$151.1 billion.





Apple outsources manufacturing to contractors in Asia. That may be more difficult to do with cars, said Jack Nerad, an analyst at Kelley Blue Book's KBB.com.

While an iPhone is complex, with about 1,700 components in an iPhone 6 Plus, it pales in comparison to a vehicle, which has some 10,000 parts.

Sergio Marchionne, CEO of Fiat Chrysler Automobiles, sees a car in Apple's future, though he doubts they'll attempt to manufacture it themselves. He welcomes the competition.

"I think that this industry in general needs to open up to disrupters," Marchionne said in an interview on CNBC Wednesday. "Whether it's the Google car or the Apple car... it's going to change the traditional nature of car-making."

UBER

Self-driving technology has also piqued the interest of Uber, the fast-growing Silicon Valley startup that operates a ride-hailing service in cities around the world. Uber said earlier this year that it was partnering with Carnegie Mellon University to research and develop new technologies for mapping, vehicle safety and autonomous driving.

The company hasn't said whether it hopes to use autonomous technology to replace its thousands of drivers, who work as contractors driving their own cars.

But CEO Travis Kalanick has suggested Uber could someday expand with the help of self-driving vehicles, and touted the technology's promise for improving safety and easing traffic congestion.







TESLA

Electric car maker Tesla Motors, also based in Silicon Valley, serves as both role model and cautionary tale for companies thinking of getting into the car business.

Tesla is admired for its elegant, emissions-free vehicles packed with technology. It does no advertising but has built a global fan base.

It also illustrates the challenges of the industry.

The 12-year-old company has never made an annual profit. It has produced only three vehicles, all of which cost more than \$70,000. This year, it expects to make between 50,000 and 55,000 cars. That's two days' worth of production at GM.

Tesla has also felt the pain of safety issues. In 2013, it faced questions after several Model S sedans caught fire after road debris damaged their batteries. Tesla wound up strengthening the battery shield on new and existing cars.

Tesla CEO Elon Musk made it clear recently that he's watching Apple's moves.

"For Apple, the car is the next logical thing to finally offer a significant innovation," he told German newspaper Handelsblatt in an interview earlier this month.



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Despite the last few years' repeated claims of an impending "post-PC" age, when mobile devices would replace personal computers as the most commonly-used medium for computing, more recently, evidence has emerged that PCs are far from dead. In fact, for many of us, the question isn't whether we should continue using a computer; instead, it's what type of computer we should opt to use.

The fact remains that, for many purposes, especially business work and academic study, a PC remains the most useful computing device. And, whereas recent years have seen smartphones greatly diversify in their sizes, designs, features and software, computers reached the same stage many years earlier. PCs aren't dying; rather, as The Verge's Tom Warren has recently remarked, they have simply "matured enough that you don't need to replace the one you bought years ago if it's still working".









A TALE OF TWO TYPES OF COMPUTER. OR MORE THAN TWO...

Today, computers can be sorted into two broad categories: desktop and mobile. In other words, large and powerful PCs intended to long remain static, and slightly smaller and less powerful computers designed for easy and regular transportation. Strictly desk-bound computers like the iMac fall into the first category; notebooks like the MacBook and tablets like the iPad fall into the second.

However, there are also many subcategories of computer. At one end of the scale, there are small tablets like the iPad Mini; further along that scale, there are medium-sized tablets like the iPad Air, plus notebooks that are almost as portable and good for both media consumption and corporate productivity. At the higher end, there are hefty professional slates like the Microsoft Surface.

Then, right at the top end, there's the Mac Pro. This is a very different beast to the similarly-named MacBook Pro - and "beast" really is the right word, as the desktop workstation known as the Mac Pro is the most powerful of all of the computers available from Apple. The most advanced version has a Xeon E5 CPU boasting twelve cores and four 1866 MHz DDR3 slots - that's awe-inspiring...

KEY AREAS WHERE DESKTOP COMPUTERS STILL LEAD

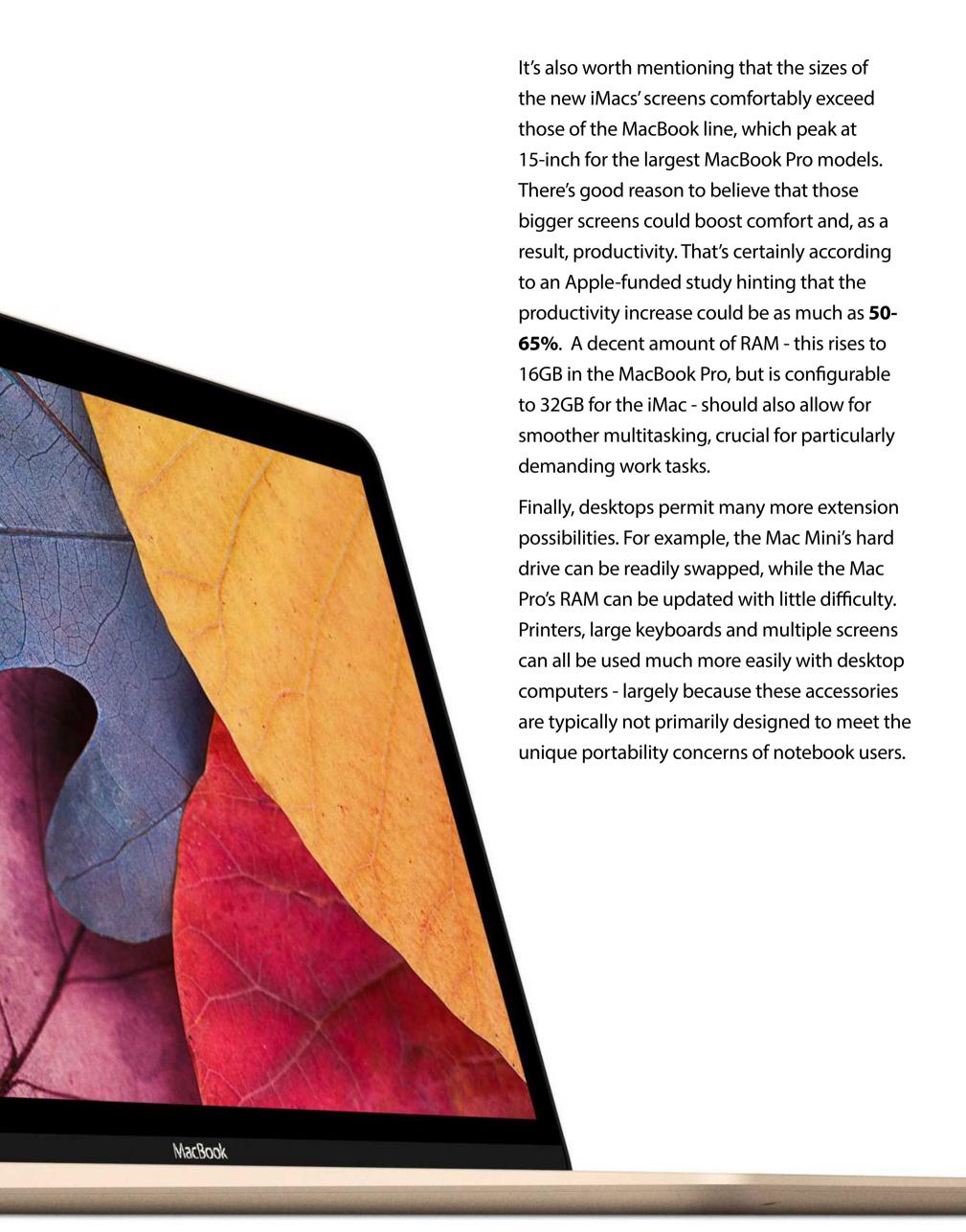
Desktop processors are typically beefier than the notebook chips; while, for example, MacBook processors can range from 1.6GHz dual-core in the Air models to 2.5GHz quad-core in the 15-inch Retina display Pro, with the iMac models, the range is 1.6GHz dual-core to 3.3GHz quad-core. This is a major plus point for desktops, as their better processors mean better ability to long run new software.

These processors are especially fit for sophisticated editing of images and video, for which a larger screen also wouldn't go amiss. Apple has already just brought Retina displays to its 21.5-inch and 27-inch iMac models, and those displays should better bring to life the gorgeous visuals possible with discrete graphics systems. These systems offer especially strong graphics performance, but appear more often in Apple's desktop computers than its notebook offerings.



















GAME ON! GAME ON THE RIGHT COMPUTER, WE MEAN

Mobile computers can undoubtedly be fun for gaming on the go - and, thanks to both the long-established huge popularity of Windows among game developers and the emergence of iOS and Android as major gaming platforms, there's now a great choice of big name games on both notebooks and tablets. However, the fast pace and sophisticated graphics of many of the most well-known games demand unadulterated power - and this is not common in mobile computers for two big reasons.

One is that, by virtue of being small for easy portability, manufacturers simply can't pack as much power into these little things as they could into high-end desktops like **Apple's recently unveiled 21.5-inch and 27-inch Retina display iMacs.** Another is that smaller computers can be much less easy to enhance through hardware modifications. These computers include the Retina display MacBook Air and MacBook Pro, which Macworld calls "basically non-upgradable" due to their soldered RAM and hard drives, while iPads have never allowed for expandable storage through the use of physical storage cards.

In fact, the Mac platform has long been considered the far inferior computer gaming platform to Windows - though not quite to the same extent as it used to be. TechRadar's Matthew Bolton has observed that the Mac is now getting many of the same popular games as Windows, if still often several months later due to various complications of the porting process. He has even declared: "In a balance of gaming power and size/weight, there's not a lot that can touch the MacBook line."

DESKTOP AND MOBILE: LOCKED IN A POPULARITY CONTEST

So, do mobile computers today remain secondary in use to their desktop counterparts? Or is it now the desktop that should be considered complementary to the mobile device, rather than vice versa? This is, frankly, a very difficult question to answer - largely due to the lack of publicly available statistics that point clearly to a widespread preference for either desktop or mobile computers.

The market research firm IDC regularly collects data about global PC sales through its Worldwide Quarterly PC Tracker. However, the data focuses much more on differences in market share among different vendors than different types of computers. Further complicating matters, it considers PCs to include desktops and laptops such as ultraslim notebooks and Chromebooks, but not tablets.





One intriguing statistic reported by IDC is that, whereas laptops and laptop hybrids saw "double digit" sales growth in the US last year, in the same period, desktop sales shrunk by 10%.

Nonetheless, we also have to consider that sales of particular types of computers are unlikely to always strictly correlate with how widely they are used. Much of the sales decline for desktop PCs could be attributed not to falling public interest, but instead the ease with which these computers can be modified - meaning that they call for complete replacements less often than more portable computers.





FREE HOUSING, OTHER EFFORTS TRY TO ATTRACT VVOMEN TO TECH

Free rent and groceries were selling points, but college freshman Aishwarya Mandyam was more excited about the chance to connect with like-minded women when she moved into the eight-bedroom house offered up by a Seattle software startup.

"There's inspiration. There's tech support," said the computer science major who is interested in a career that combines medicine and technology.

Mandyam and seven other women are sharing a 3,100-square home, rent-free, blocks from the University of Washington. TUNE, a software startup that provides technology for marketers, is paying the rent for the house with the goal of creating a supportive community for UW women interested in computer science and technology.





It's the latest effort to get more women into the male-dominated industry. Women make up more than half of the nation's workforce, but they still play a small role in inventing technology, according to the National Center for Women and Information Technology.

Efforts like the TUNE-sponsored house and numerous other initiatives are trying to increase the number of women interested in the field. Organizations such as Girls Who Code, a national nonprofit, are introducing more high school girls to computer science. Women-only training programs such as Hackbright Academy in San Francisco and Ada Developers Academy in Seattle are also teaching women coding and other technical skills.

"There is definitely a momentum, but I would caution that it's not going to be solved immediately," said Elizabeth Ames, a senior vice president at the Palo Alto, California-based Anita Borg Institute. "There are some real challenges and it will take time."

While there's a lot of emphasis on increasing the pipeline, more work has to be done to address the barriers that women run into later in their careers, she added.

UW, which is not involved in TUNE's housing program, has been closing the gender gap in its computer science program. Last June, 31 percent of UW's computer science undergraduate degrees were awarded to women, more than twice the national average. Nationwide, just 14 percent of computer-science college graduates were women in 2014, according to a Computing Research Association survey.









"There's no silver bullet. You have to do lots of little things all the time," said Ed Lazowska, UW professor of computer science and engineering. UW has introduced K-12 students and teachers to computer science through summer camps. A seminar explores the role of women in computer science, and about 40 percent of the school's teaching assistants are women.

Megan Hopp, a UW senior, said it was inspiring to see so many female teaching assistants when she took the intro courses. She's now a teaching assistant for an upper level course and makes a point to reach out to other female students to tell them to consider the field.

She had not considered computer science because she thought it was too nerdy, but her older brother pestered her to take the introductory course.

"I had that epiphany moment and realized how much I love it," she said.

At the Ada Developers Academy in downtown Seattle, a selective tuition-free program is teaching women - many with little or no coding experience - to become programmers.

Michelle McCarthy, 35, worked in retail selling computers and electronics and had no coding experience before she enrolled in the yearlong program in May. Her class includes a former clinical psychologist, a flight attendant, a teacher and others hoping to make a career switch.

"There's a lot of focus on technology. It's a part of every field and there're not enough people doing the work," said McCarthy, who just landed a five-month internship with Indigo Slate, a digital marketing agency.









Elena Donio, an angel investor in Ada and president of Concur Technologies, said it's important to recruit and support women at different stages, from high school to early- or mid-career to leadership positions. "You don't have to be an engineer coming out of school to be able to learn how to code," Donio said.

All of the 37 women who graduated from Ada have software development jobs, said executive director Cynthia Tee.

At the TUNE-sponsored house during the first week of school, Mandyam and her twin sister, Karishma, bonded with their new housemates over dinner and reunited with another freshman whom they had met at a girls coding camp.

Lilian Liang, a sophomore, described how stressful it was when she took the introductory computer science courses last year. While she found some women to talk to, she's looking forward to having a built-in network of mentors and women who share her interests in computer science.

TUNE's founders wanted to create a live and learn community because they benefited from living in an entrepreneur-specific dorm at Babson College, said Kristina Linova, manager of engineering growth.

Meredith Lampe, a junior who lives in the house, said she's heard of women in the field who experience feelings of isolation or feel like they're not part of the club. "You can give someone \$10,000 to pay for their tuition, but giving them a community of other girls who are likely experiencing the same thing and having that be another way to have them succeed."



APPLE BEATS EARNINGS ESTIMATES, ISSUES HEALTHY FORECAST



Defying skeptics on Wall Street, Apple says it plans to keep setting records for selling new iPhones around the world.

The giant tech company reported quarterly earnings Tuesday that beat analysts' estimates, while forecasting healthy iPhone sales during the upcoming holidays. Apple also said sales nearly doubled in China, Hong Kong and Taiwan during the last quarter, despite concerns that China's economy is slowing.

And in a closely watched indicator, Apple issued a forecast for the upcoming December quarter that suggests it will slightly surpass last year's record of 74.5 million iPhones sold during the crucial holiday season.

We think we can grow iPhone (sales) during the December quarter, Chief Financial Officer Luca Maestri told The Associated Press.

Apple reported \$11.1 billion in net income for the quarter ended Sept. 26, up 30 percent from a year earlier, while sales rose 22 percent to \$51.5 billion. Earnings amounted to \$1.96 cents a share.

Analysts surveyed by FactSet expected Apple to report revenue of \$50.9 billion and adjusted earnings of \$1.89 a share. Apple's stock price was up almost 2 percent in after-hours trading.

Apple said it sold 48 million iPhones during the September quarter, which included two days of sales for its newest iPhone models, the 6S and 6S Plus. That's about what analysts expected.

But its forecast for the December quarter may please investors more. Apple's stock has been dogged for months by worries that the company might have difficulty maintaining its torrid growth. Apple relies heavily on iPhone sales, which contribute more than two-thirds of its revenue. Overall smartphone sales are slowing around the world, as most consumers in developed nations already have one.





While it remains the world's biggest corporation by stock-market value, Apple shares have been off about 15 percent from a mid-July peak of \$132.97.

iPhone sales skyrocketed last year after Apple introduced new models with bigger screens in September 2014. Analysts have questioned whether the company can duplicate that success with the latest iPhones introduced last month.

Last year's iPhone 6 and 6 Plus tapped into strong demand from consumers who had envied the larger screens offered by Apple's competitors. This year's iPhone 6S and 6S Plus have additional features, but they're not as dramatically different from last year's models.

The iPhone 6 was such a blockbuster launch, said analyst Angelo Zino of S&P Capital IQ. As a result, he said, investors have been cautious about whether that momentum can continue.

Apple shares rose nearly 3 percent after the earnings report was released.





TOP Free Apps



#01 – Facebook Messenger

By Facebook, Inc.

Category: Social Networking

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.



#02 - Smashy Road: Wanted

By Remco Kortenoever

Category: Games

Requires iOS 5.1.1 or later. Compatible with iPhone, iPad, and iPod touch.



#03 – Facebook

By Facebook, Inc.

Category: Social Networking

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.



#04 – Instagram

By Instagram, Inc.

Category: Photo & Video

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.



#05 - Snapchat

By Snapchat, Inc.

Category: Photo & Video

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.



#06 – YouTube

By Google, Inc.

Category: Photo & Video

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.



#07 – iTunes U

By Apple

Category: Educatio

Requires iOS 8.3 or later. Compatible with iPhone, iPad, and iPod touch.



#08 – Afterpulse

By GAMEVIL USA, Inc.

Category: Games

Requires iOS 9.0 or later. Compatible with iPhone 5s-iPhone 6s, iPhone 6s Plus, iPad Air, iPad mini 2, iPad Air 2, iPad mini 3, iPad mini 4, iPad Pro, and iPod touch (6th gen). This app is optimized for iPad Pro.



#09 - Why You Lying?

By Bruh Inc

Category: Entertainmen

Requires iOS 8.0 or later. Compatible with iPhone, iPad, and iPod touch.



#10 – Boomerang from Instagram

By Instagram, Inc.

Category: Photo & Video

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.





#01 – OS X El Capitan

By Apple Category: Utilities Compatibility: OS X 10.6.8 or late



#02 – Xcode

By Apple
Category: Developer Tools
Compatibility: OS X 10.8.4 or later



#03 – Microsoft Remote Desktop

By Microsoft Corporation

Category: Business

Compatibility: OS X 10.7 or later, 64-bit processor



#04 – App for Instagram

By Joacim Ståhl
Category: Social Networking
Compatibility: OS X 10.7 or later, 64-bit processo



#05 – Dr. Cleaner

By Trend Micro
Category: Utilities
Compatibility: OS X 10.9 or later, 64-bit processo



#06 – Octagon

By Lukas Korba
Category: Games
Compatibility: OS X 10.8 or later, 64-bit processor



#07 - Full Deck Solitaire

By GRL Games
Category: Games
Compatibility: OS X 10 6 6 or later



#08 – Octagon Ball Labyrinth 3D

By Olga Goncharova Category: Games Compatibility: OS X 10.6.6 or later



#09 – OTP Manager

Category: Productivity

Compatibility: OS X 10.9 or later, 64-bit processor



#10 – Kindle

By AMZN Mobile LLC Category: Reference Compatibility: OS X 10.8 or late





Mac OS X





#01 - Emoji;)

By Emoji+

Category: Utilities / Price: \$0.99

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.



#02 - Minecraft: Story Mode

By Telltale Inc

Category: Games / Price: \$4.99

Requires iOS 7.1 or later. Compatible with iPhone, iPad, and iPod touch.



#03 - Minecraft - Pocket Edition

By Mojang

Category: Games / Price: \$6.99

Requires iOS 5.1.1 or later. Compatible with iPhone, iPad, and iPod touch.



#04 - Geometry Dash

By RobTop Games AB

Category: Games / Price: \$1.99

Requires iOS 5.1.1 or later. Compatible with iPhone, iPad, and iPod touch.



#05 - Heads Up!



#06 – New Emoji - Extra Emoji Stickers

By Emoji Apps GmbH

Category: Utilities / Price: \$1.99

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.



#07 - Plague Inc.

By Ndemic Creations

Category: Games / Price: \$0.99

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch.



#08 - Bloons TD 5

By Ninja Kiwi

Category: Games / Price: \$2.99

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch.



#09 - Neo Monsters

By NTT Resonant Inc.

Category: Games / Price: \$0.99

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPad Pro.



#10 – Facetune

By Lightricks Ltd.

Category: Photo & Video / Price: \$3.99

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.



#01 - GarageBand

By Apple Category: Music / Price: \$4.99 Compatibility: OS X 10.9 or late



#02 – Duplicate Finder

By Trend Micro Incorporated
Category: Utilities / Price: \$4.99
Compatibility: OS X 10.9 or later, 64-bit processor



#03 – Disk Aid

By FIPLAB Ltd
Category: Utilities / Price: \$14.99
Compatibility: OS X 10.7.5 or later, 64-bit processo



#04 - 1Password

By AgileBits Inc.
Category: Productivity / Price: \$29.99
Compatibility: OS X 10.10 or later, 64-bit processo



#05 – Logic Pro X

By Apple Category: Music / Price: \$199.99 Compatibility: OS X 10.8.4 or later, 64-bit processor



#06 – Batman Arkham City GOTY

By Feral Interactive Ltd Category: Games / Price: \$4.99 Compatibility: OS X 10.7.5 or later



#07 - Final Cut Pro

By Apple Category: Video / Price: \$299.99 Compatibility: OS X 10.10.4 or later, 64-bit processor



#08 – OS X Server

By Apple Category: Utilities / Price: \$19.99 Compatibility: OS X 10.10.5 or later



#09 – Document Writer

By xiong feng Category: Business / Price: \$9.99 Compatibility: OS X 10.7 or later

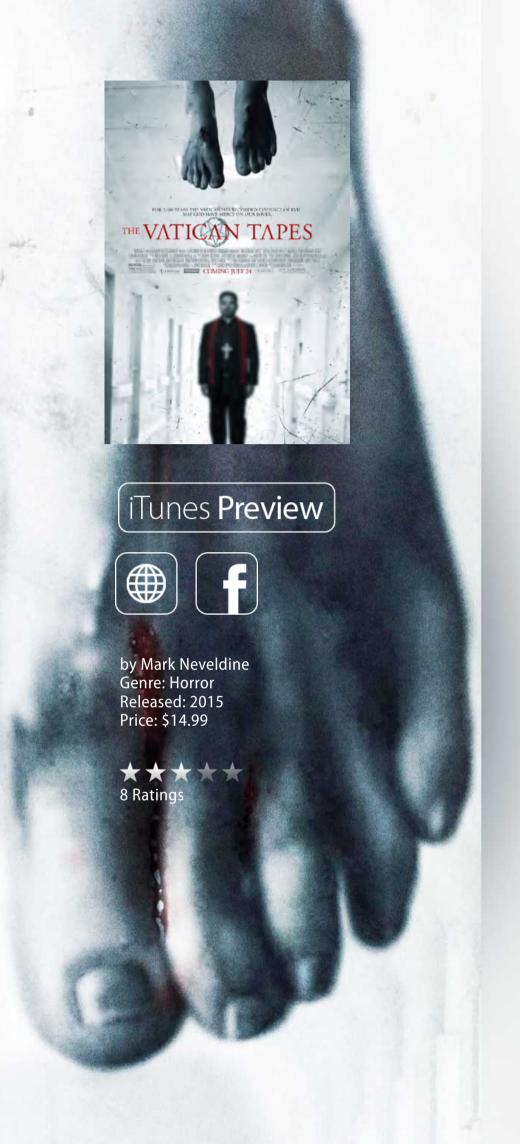


#10 – Pixelmator

By Pixelmator Team Category: Graphics & Design / Price: \$29.99 Compatibility: OS X 10.9.5 or later, 64-bit processor







The Vatican Tapes

The Vatican itself is called upon to exorcise a demon affecting a young woman, but as Angela displays increasingly erratic and deadly behavior, it appears that they may not be up to the job...

FIVE FACTS:

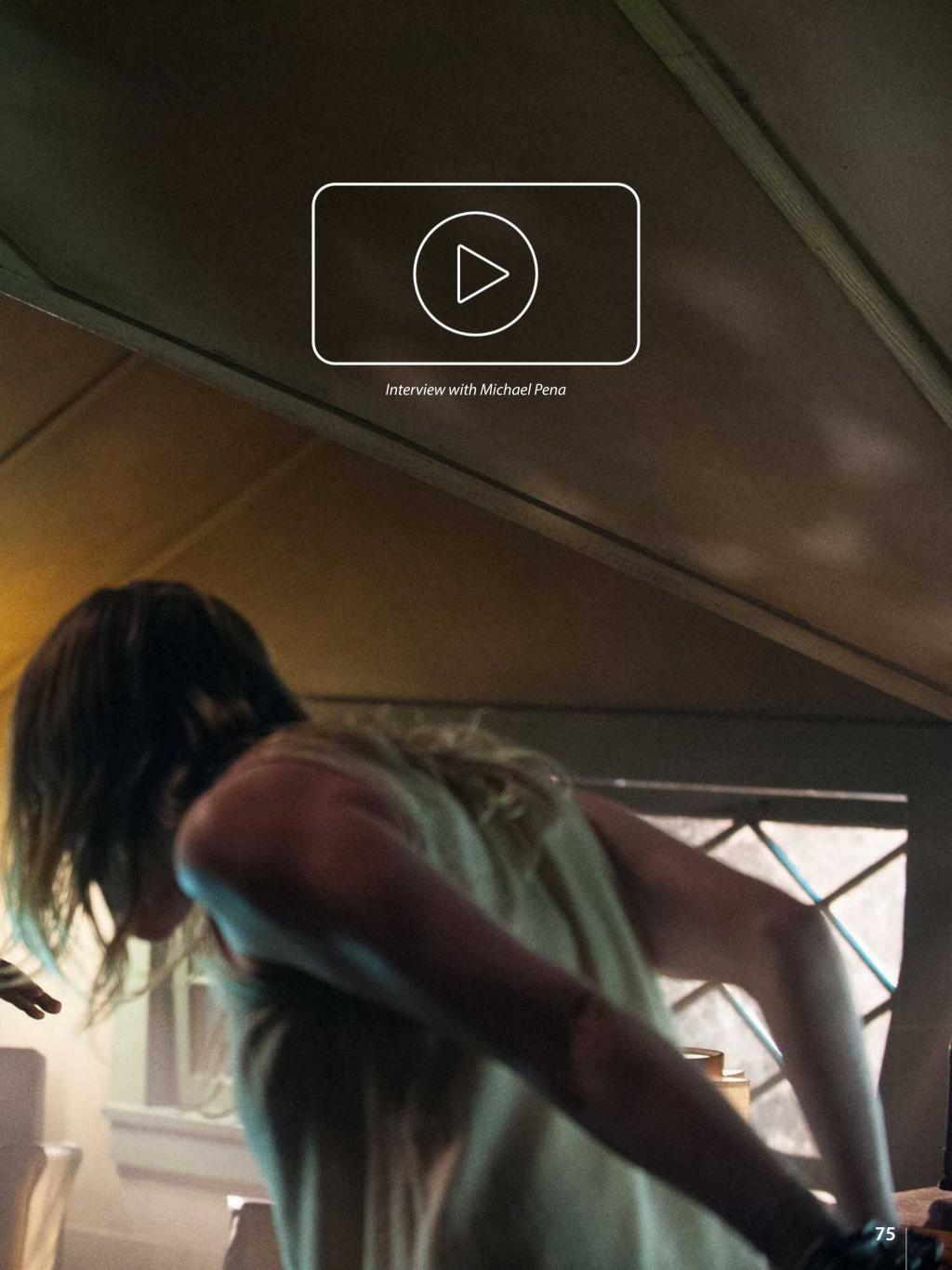
- **1.** The screenplay for the movie was featured in the 2009 blacklist, a list of the "most liked" unmade scripts of the year.
- 2. A member of terrifying metal band Slipknot has a small cameo in the movie. Percussionist and founder Shawn "Clown" Crahan can be seen being interviewed by a reporter at the end of the film, although he is not listed in the credits. He and director Mark Neveldine are good friends.
- **3.** Neveldine has also helped to direct the "Crank" movies, a series of action movies starring Jason Statham.
- **4.** Producer Gary Lucchesi has also worked on "Million Dollar Baby", The "Underworld" movies, and strangely, teen comedy "She's the Man".
- **5.** Olivia Taylor Dudley, who plays the character of Angela, has starred in a wide array of movies and TV shows, including "Paranormal Activity", "Transcendence", and "Arrested Development".

Rotten Tomatoes



17%





Furious 7

The seventh movie in the "Fast and Furious" series sees the crew come to terms with a slightly sketchy past, whilst new tribulations are thrown their way...

FIVE FACTS:

- **1.** Production on the movie was halted after the tragic death of Paul Walker, who was killed in a car crash.
- **2.** Over 230 cars were destroyed whilst filming this movie.
- **3.** At 2 hours 17 minutes, this is the longest movie in the franchise.
- **4.** This movie was announced before its predecessor, "Fast & Furious 6", was even released.
- 5. The first movie in the franchise to reach one billion dollars at the box office.



iTunes **Preview**







by James Wan Genre: Action & Adventure Released: 2015 Price: \$14.99

★ ★ ★ ★ ★ 1367 Ratings

Rotten **Tomatoes**



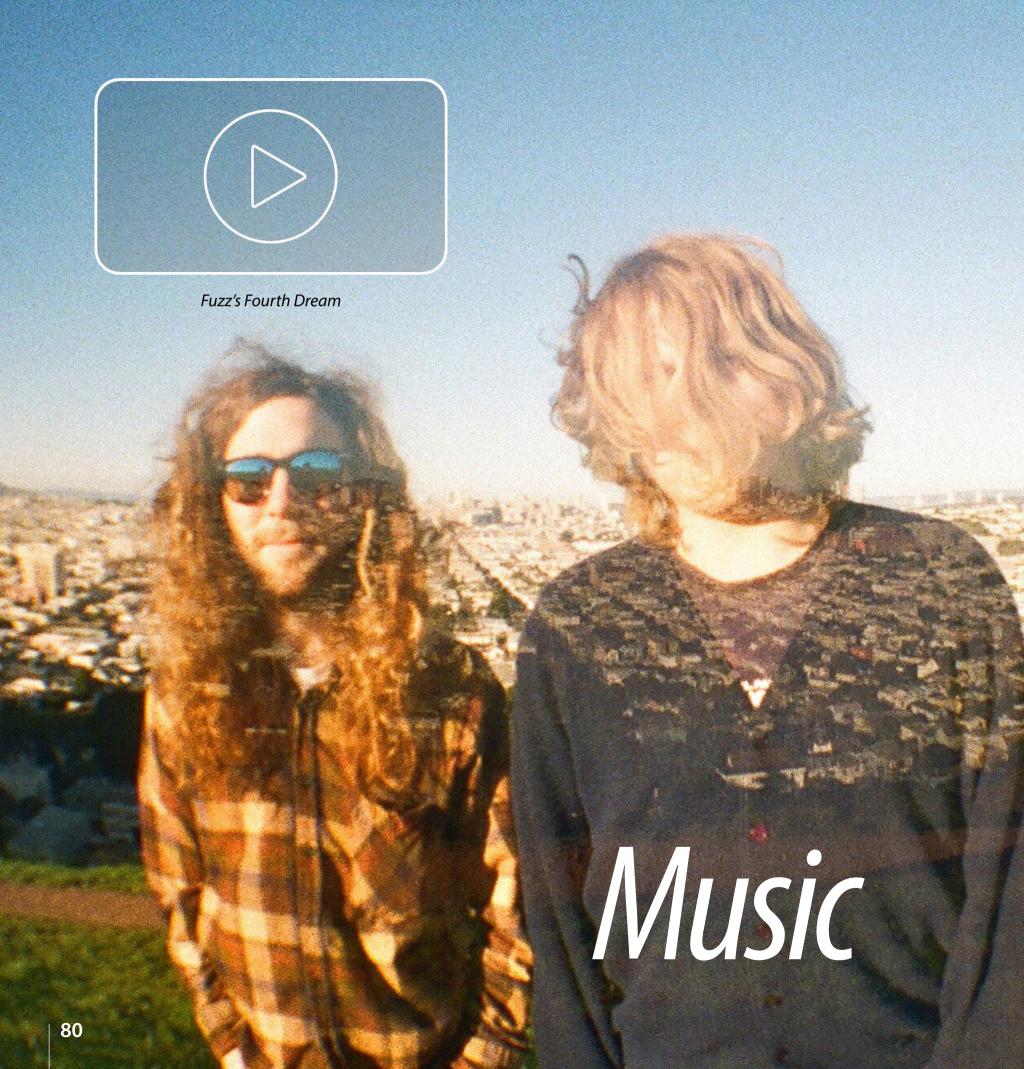
81%







e de la constant de l





iTunes Preview



Genre: Alternative/ Garage rock

Released: Oct 23, 2015 14 Songs Price: \$9.99



II Fuzz

One of multi-instrumentalist Ty Segall's many ventures; a must for those who like their music on the heavier side of the scale. For fans of the likes of Black Sabbath and Led Zeppelin.

FIVE FACTS:

- 1. Although the band may not be known to most, they've still managed to play prolific festivals and venues such as Rock en Seine and the Bowery Ballroom in New York.
- **2.** Released 20 or so days after Segall formed yet another new band, featuring members of legendary punk band The Melvins.
- **3.** Despite being big on the underground scene, and amassing a cult following, Fuzz have a lack of social networks/websites.
- **4.** One of 20 or so albums that Ty Segall features on.
- **5.** Bassist Chad Ubovich is a member of the pleasantly-named Meatbodies, who are equally appreciated on the underground scene.





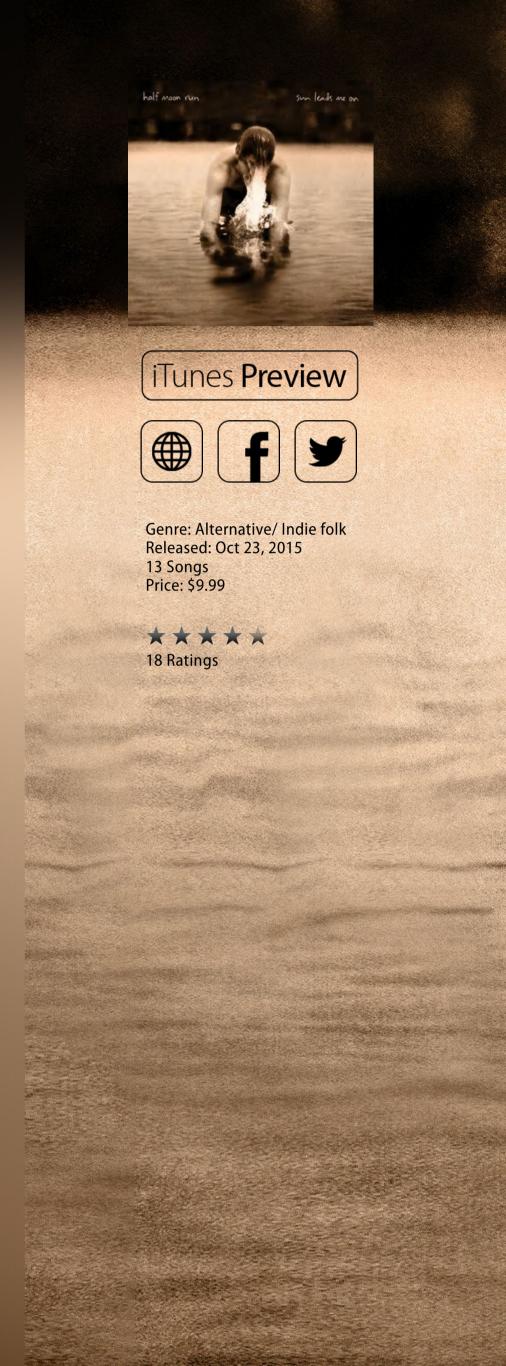


Sun Leads Me On Half Moon Run

"Sun Leads Me On" is the second effort from Canadian quartet Half Moon Run. The group shot to stardom rather quickly with first album "Dark Eyes"; this album has the group show a bit more of a stable identity.

FIVE FACTS:

- **1.** The band have played alongside major acts such as Ben Howard, Catfish and the Bottlemen, and Jack Johnson.
- **2.** Their song "Full Circle" was used on the trailer for "Assassin's Creed IV: Black Flag"
- **3.** The band are currently on a worldwide tour, but most dates, even April next year, are sold out!
- **4.** Half Moon Run have even played London's Hyde Park, supporting Neil Young.
- **5.** "Sun Leads Me On" is produced by Jim Abbiss, who has also worked with the likes of Adele and Arctic Monkeys.











BOX OFFICE TOP 20: 'STEVE JOBS' STRUGGLES, NEW FILMS BOMB

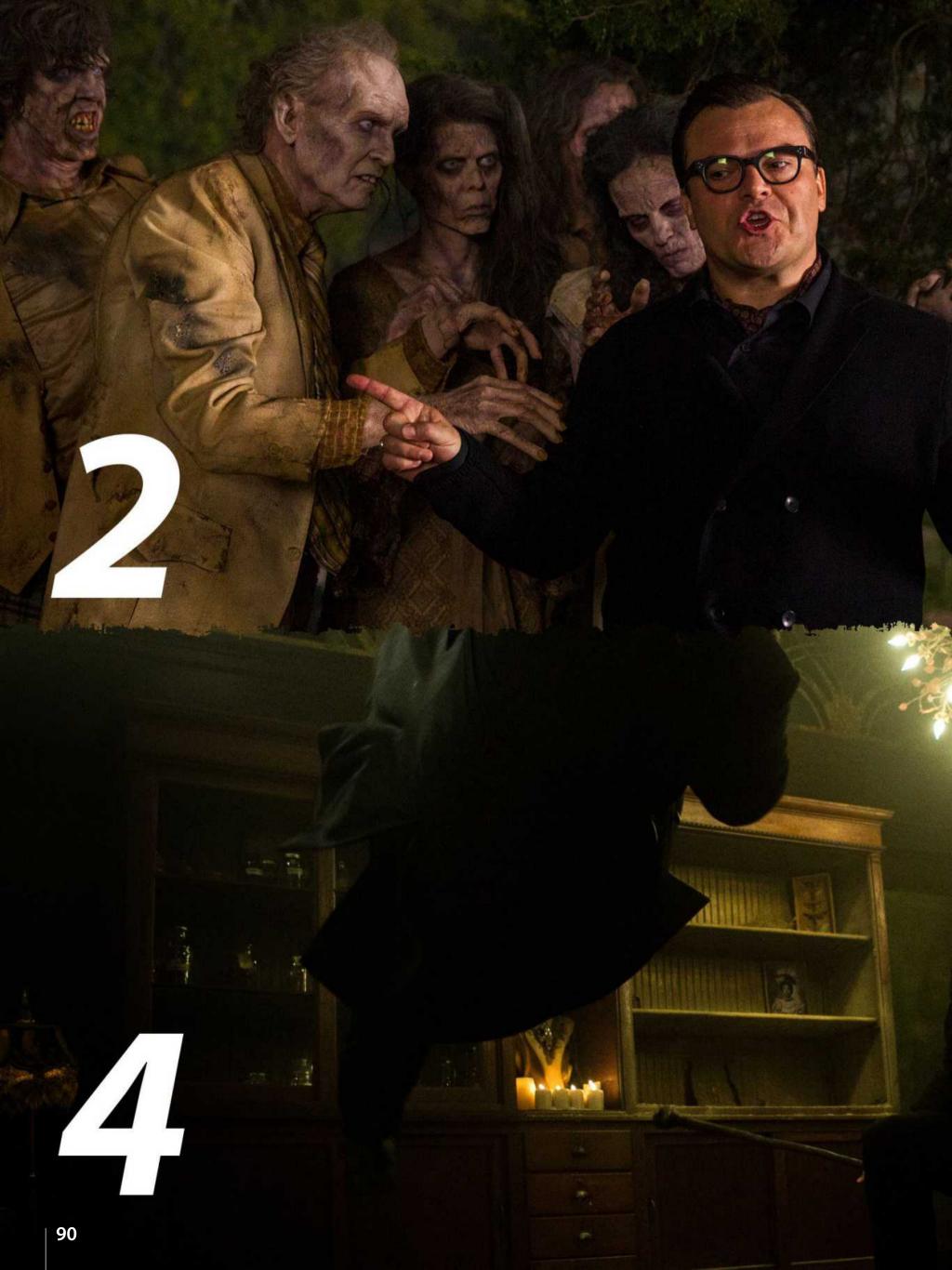
It's a bad time to be a new movie in theaters.

None of this weekend's new openers made much of an impact, and one, "Jem and the Holograms," which made \$1.4 million, even got the dubious distinction of having the worst opening ever for a major studio movie released in over 2,000 theaters.

But "Jem" only cost \$5 million to produce. The \$15 million "Rock the Kasbah" opened in 13th place and earned only \$1.5 million, and the expensive Vin Diesel vehicle "The Last Witch Hunter" opened in fourth place with \$10.8 million. It cost a reported \$70-\$80 million to make.

"Steve Jobs" also failed to impress in its first weekend in wide release earning only \$7.1 million, despite a strong two weekends in limited release, stellar reviews and awards buzz.

Poor performances by the new films allowed "The Martian" to reclaim the top spot at the box office in its fourth weekend in theaters with \$15.7 million. Holdovers "Goosebumps" and "Bridge of Spies" took the second and third place spots.





The top 20 movies at U.S. and Canadian theaters Friday through Sunday, followed by distribution studio, gross, number of theater locations, average receipts per location, total gross and number of weeks in release, as compiled Monday by Rentrak:

1 "The Martian," 20th Century Fox, \$15,732,907, 3,504 locations, \$4,490 average, \$166,188,055, 4 weeks.

"Goosebumps," Sony, \$15,525,901, 3,501 locations, \$4,435 average, \$43,738,043, 2 weeks.

S "Bridge Of Spies," Disney, \$11,374,203, 2,811 locations, \$4,046 average, \$32,590,400, 2 weeks.

4 "The Last Witch Hunter," Lionsgate, \$10,812,861, 3,082 locations, \$3,508 average, \$10,812,861, 1 week.

5 "Hotel Transylvania 2," Sony, \$8,883,348, 3,154 locations, \$2,817 average, \$148,175,889, 5 weeks.





6 "Paranormal Activity: The Ghost Dimension," Paramount, \$8,070,493, 1,656 locations, \$4,873 average, \$8,070,493, 1 week.

"Steve Jobs," Universal, \$7,105,735, 2,493 locations, \$2,850 average, \$9,818,543, 3 weeks.

Crimson Peak," Universal, \$5,666,525, 2,991 locations, \$1,895 average, \$22,557,300, 2 weeks.

"The Intern," Warner Bros., \$3,787,039, 2,061 locations, \$1,837 average, \$64,634,921, 5 weeks.

10 "Sicario," Lionsgate, \$2,844,854, 1,448 locations, \$1,965 average, \$39,280,401, 6 weeks.





1 "Pan," Warner Bros., \$2,628,197, 1,944 locations, \$1,352 average, \$29,909,891, 3 weeks.

12 "Woodlawn," Pure Flix, \$2,575,337, 1,475 locations, \$1,746 average, \$7,949,985, 2 weeks.

13 "Rock The Kasbah," Open Road, \$1,470,592, 2,012 locations, \$731 average, \$1,470,592, 1 week.

14 "Maze Runner: The Scorch Trials," 20th Century Fox, \$1,417,404, 1,008 locations, \$1,406 average, \$77,697,363, 6 weeks.

15 "Jem And The Holograms," Universal, \$1,375,320, 2,413 locations, \$570 average, \$1,375,320, 1 week.





16 "Black Mass," Warner Bros., \$579,437, 458 locations, \$1,265 average, \$61,318,273, 6 weeks.

1 7 "Everest," Universal, \$554,190, 400 locations, \$1,385 average, \$41,780,170, 6 weeks.

18 "The Visit," Universal, \$535,725, 508 locations, \$1,055 average, \$63,874,445, 7 weeks.

19 "War Room," Sony, \$495,934, 449 locations, \$1,105 average, \$66,287,144, 9 weeks.

"Shaandaar," Fox International Productions, \$384,685, 136 locations, \$2,829 average, \$433,541, 1 week.

Universal and Focus are owned by NBC Universal, a unit of Comcast Corp.; Sony, Columbia, Sony Screen Gems and Sony Pictures Classics are units of Sony Corp.; Paramount is owned by Viacom Inc.; Disney, Pixar and Marvel are owned by The Walt Disney Co.; Miramax is owned by Filmyard Holdings LLC; 20th Century Fox and Fox Searchlight are owned by 21st Century Fox; Warner Bros. and New Line are units of Time Warner Inc.; MGM is owned by a group of former creditors including Highland Capital, Anchorage Advisors and Carl Icahn; Lionsgate is owned by Lions Gate Entertainment Corp.; IFC is owned by AMC Networks Inc.; Rogue is owned by Relativity Media LLC.

You Fune Rec

You Tube

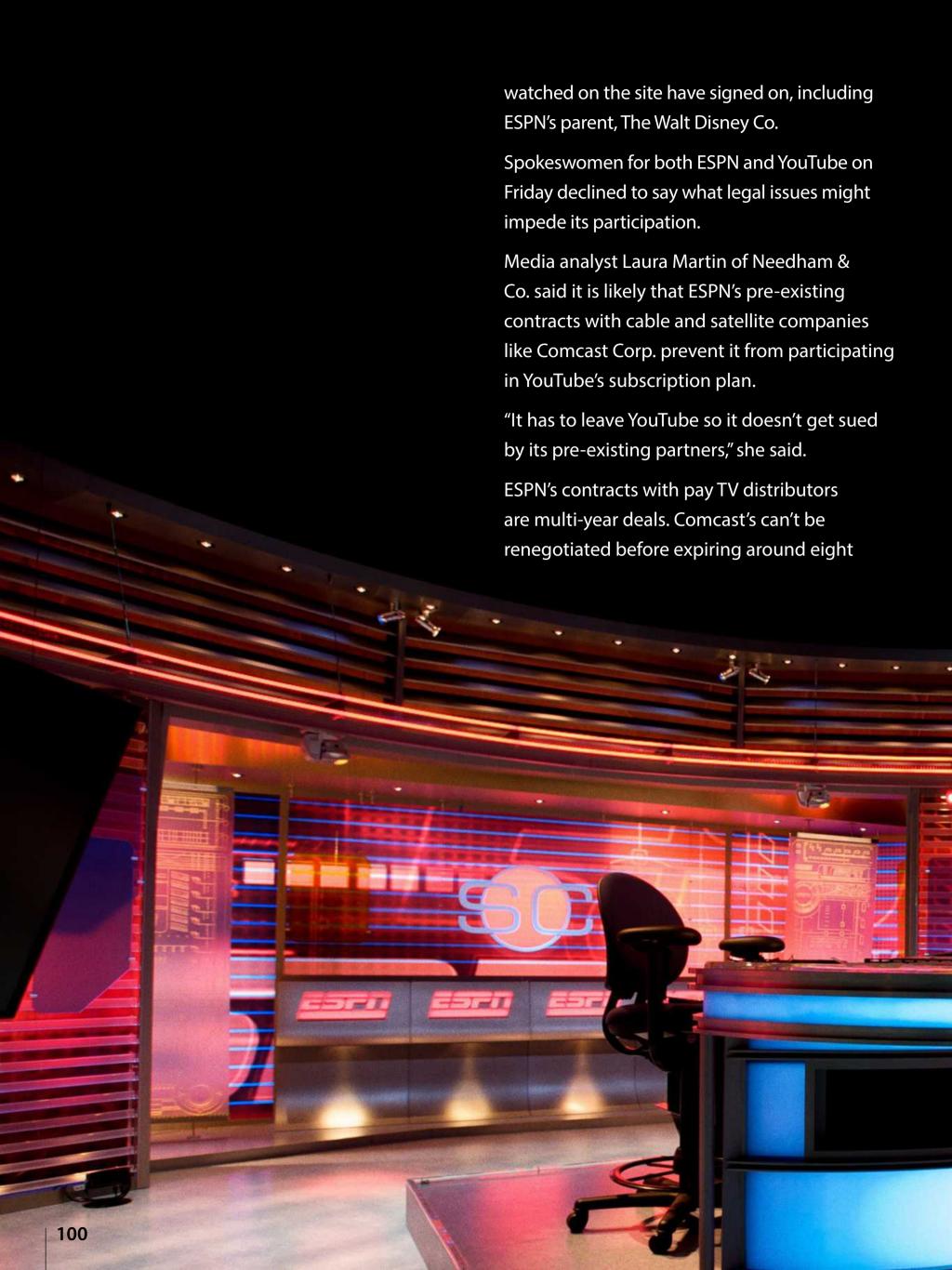


ESPN PULLING VIDEOS FROM YOUTUBE DUE TO RIGHTS ISSUES

ESPN has begun removing its videos from YouTube due to rights issues surrounding next week's launch of YouTube's ad-free subscription service, Red.

Fans can go to ESPN's own websites for its videos, the sports network said Friday.

The \$10-per-month Red service launching Wednesday combines ad-free viewing with unlimited on-demand music. YouTube has said that creators have to participate in Red to have their videos show on YouTube in the U.S., even on the free ad-supported side. It has said creators behind 99 percent of all content



years from now, Martin said. "I think YouTube will have to cave if they want ESPN back."

On ESPN's main YouTube channel, the most recent videos are now 4 years old, but some specific channels like ESPN First Take have videos that are new as of Friday.

YouTube began sending out new contracts to its creators six months ago to sign new terms that would allow them to participate in new revenue from Red subscriptions. Those that don't participate would have their videos turned to private in the U.S., effectively turning them off for all but the uploader.





ORACLE TO BUILD HIGH SCHOOL ON ITS SILICON VALLEY CAMPUS

Oracle founder Larry Ellison already owns an island in Hawaii. Now, his company is building a high school next to its Silicon Valley headquarters to help fulfill Ellison's desire to teach students more about technology and problem-solving.

The plan unveiled Tuesday at an Oracle customer conference calls for the business software maker to complete the 64,000-square-foot school by August 2017.

Although it will be owned by one of the world's biggest technology companies, the school isn't going to be called Oracle High. Instead, it will be known as Design Tech, or d.tech, a public school approved last year.





Although Oracle will own the high school, the company won't be involved in the curriculum. Design Tech gained Oracle's financial support because it reflects Larry's vision for a unique high school founded on principles we believe in innovation, creativity, problem-solving and design-thinking, Catz said.

Oracle's commitment to Design Tech comes less than a week after Facebook's billionaire CEO Mark Zuckerberg, and his wife, Priscilla Chan, announced plans to finance a school for preschool through eighth-grade students in one of Silicon Valley's few least affluent communities, East Palo Alto. The Primary School will provide health care services in addition to educational instruction for up to 700 students.

Zuckerberg and Chan also have given \$100 million to schools in New Jersey and pledged to donate another \$120 million to other schools located in low-income communities in the San Francisco Bay Area.









Bacon, hot dogs and cold cuts are under fire: The World Health Organization threw its global weight behind years of experts' warnings and declared Monday that processed meats raise the risk of colon and stomach cancer and that red meat is probably harmful, too.

Meat producers are angry, vegetarians are feeling vindicated, and cancer experts are welcoming the most comprehensive pronouncement yet on the relation between our modern meat-eating lifestyles and cancer.

The WHO's International Agency for Research on Cancer in Lyon, France, analyzed decades of research and for the first time put processed meats in the same danger category as smoking or asbestos. That doesn't mean salami is as bad as cigarettes, only that there's a confirmed link to cancer. And even then, the risk is small.

The results aren't that shocking in the U.S., where many parents fret over chemicals in cured meats and the American Cancer Society has long cautioned against eating too much steak and deli.

But the U.N. agency's findings could shake up public health attitudes elsewhere, such as European countries where sausages are savored and smoked ham is a national delicacy.

And they could hurt the American meat industry, which is arguing vigorously against linking their products with cancer, contending that the disease involves a number of lifestyle and environmental factors.

While U.S. rates of colon cancer have been declining, it is the No. 2 cancer for women worldwide and No. 3 for men, according to the WHO.









A group of 22 scientists from the IARC evaluated more than 800 studies from several continents about meat and cancer. The studies looked at more than a dozen types of cancer in populations with diverse diets over the past 20 years.

Based on that analysis, the IARC classified processed meat as "carcinogenic to humans," noting links in particular to colon cancer. It said red meat contains some important nutrients, but still labeled it "probably carcinogenic," with links to colon, prostate and pancreatic cancers.

The agency made no specific dietary recommendations and said it did not have enough data to define how much processed meat is too dangerous. But it said the risk rises with the amount consumed.

An analysis of 10 of the studies suggested that a 50-gram portion of processed meat daily - or about 1.75 ounces - increases the risk of colorectal cancer over a lifetime by about 18 percent.

An ounce and three-quarters is roughly equivalent to a hot dog or a few slices of bologna, though it depends on how thinly it is sliced.

Overall, the lifetime risk of developing colorectal cancer in the U.S. is about 1 in 20, or 5 percent, according to the cancer society. By the WHO's calculations, having a cold-cut sandwich every day would only raise that to around 6 percent.

Experts have long warned of the dangers of certain chemicals used to cure meat, such as nitrites and nitrates, which the body converts into cancer-causing compounds. It is also known that grilling or smoking meat can create suspected carcinogens.

"For an individual, the risk of developing colorectal cancer because of their consumption of processed meat remains small, but this risk increases with the amount of meat consumed," Dr. Kurt Straif of the IARC said in a statement. "In view of the large number of people who consume processed meat, the global impact on cancer incidence is of public health importance."

The cancer agency noted research by the Global Burden of Disease Project suggesting that 34,000 cancer deaths per year worldwide are linked to diets heavy in processed meat. That compared with 1 million deaths a year linked to smoking, 600,000 a year to alcohol consumption and 200,000 a year to air pollution.

Doctors in rich countries especially have long counseled against eating lots of red or processed meat - and not just because of the cancer danger but because of the heart risks from the saturated fat and sodium.

The WHO researchers defined processed meat as anything transformed to improve its flavor or preserve it, including sausages, beef jerky and anything smoked. They defined red meat to include beef, veal, pork, lamb, mutton, horse and goat.

The report said grilling, pan-frying or other high-temperature methods of cooking red meat produce the highest amounts of chemicals suspected of causing cancer.

"This is an important step in helping individuals make healthier dietary choices to reduce their risk of colorectal cancer in particular," said Susan Gapstur of the American Cancer Society, which has recommended limiting red and processed meat intake since 2002, and









HOW COMCAST WANTS TO METER THE INTERNET

Three years after Comcast began offering unlimited home-Internet usage, the cable giant is moving in the opposite direction. In more parts of the U.S., it's starting to charge heavy data users extra.

The reason? Too many of its customers are dropping cable and doing their TV-watching over the Internet instead, a trend that threatens to cost Comcast money. To recoup some of those dollars, Comcast is experimenting with caps on how much data you can use. Go over the limit and you'll see a bigger bill.

Comcast used to cap monthly data use at 250 gigabytes, but ended it in May 2012 in order to experiment with alternatives to a simple cap. That August, it capped monthly data use for Nashville, Tennessee, customers at 300 GB; going over the limit costs \$10 for every 50 GB.



COMCAST

The company launched a similar plan in Tucson, Arizona, that October - 300 GB for a base plan, 600 GB if you signed up for a faster and more expensive connection.

By December 2013, Comcast had rolled out the Nashville system to Atlanta and a handful of smaller markets, many in the South. It also offered a slow Internet plan of 3 megabits per second that gave you a \$5 credit if you used 5GB or less each month, and charged you \$1 for each gigabyte of data over 5 GB.

This month, Comcast added a twist as it expanded the cap into Miami, Fort Lauderdale and the Florida Keys: Customers can now pay an additional \$30 a month for unlimited data. (In Atlanta, it's \$35 a month.) At this point, roughly 12 percent of Comcast territory is subject to "usage-based pricing," MoffettNathanson analyst Craig Moffett estimates.

Comcast's Internet business is going gangbusters, although it continues to shed cable customers. In the third quarter, Comcast said Tuesday, it lost 48,000 TV customers while adding 320,000 Internet customers. Revenue rose 8.3 percent to \$18.7 billion in the July-September period, while net income dropped 23 percent to \$2 billion because of a tax gain from last year.

The average household watches 240 hours of TV a month, Moffett says; using current streaming technology, it would likely exceed the Comcast cap by watching the same amount of online video. (Comcast says the 300 GB cap would let you stream 230 to 575 hours of video a month, depending on if you watch it in standard definition or HD, or on your phone, computer or tablet versus a TV.)





About 8 percent of all Comcast customers go over 300 GB, the company says. Data caps really amount to a mechanism "that would introduce some more fairness into this," says Comcast spokesman Charlie Douglas. Yet Neil Smit, president and CEO of Comcast's cable division, said in July that there are no plans to extend the caps "on a widespread basis anytime soon."

Data caps are under scrutiny by regulators who worry that they could hurt online video competitors. In April, the feds quashed Comcast's \$45 billion bid for Time Warner Cable, partly out of concern that the merged company might undermine online video rivals like Netflix. Comcast rival Charter subsequently made its own bid for Time Warner Cable, and has promised no data caps for at least three years if regulators approve the deal.

Matthew Pulsipher, 23, lives in the Atlanta metropolitan area and decided to pay Comcast's extra fee for unlimited data to support his family's streaming of shows from Netflix and Amazon Prime Video. But he's not happy about it.

"I think the idea of limiting your usage is absolutely insane," Pulsipher said. "It would make sense if the cap was 2 terabytes, but 300 is just low enough to punish streaming."

Shares of Comcast fell 1 percent to close at \$61.54 Tuesday.







TOP SONGS

HELLO

ADELE

SORRY

JUSTIN BIEBER

HOTLINE BLING

DRAKE

WHAT DO YOU MEAN?

JUSTIN BIEBER

STITCHES

SHAWN MENDES

EX'S & OH'S

ELLE KING

WILDEST DREAMS

TAYLOR SWIFT

HOMEOne Direction

ONL DINECTION

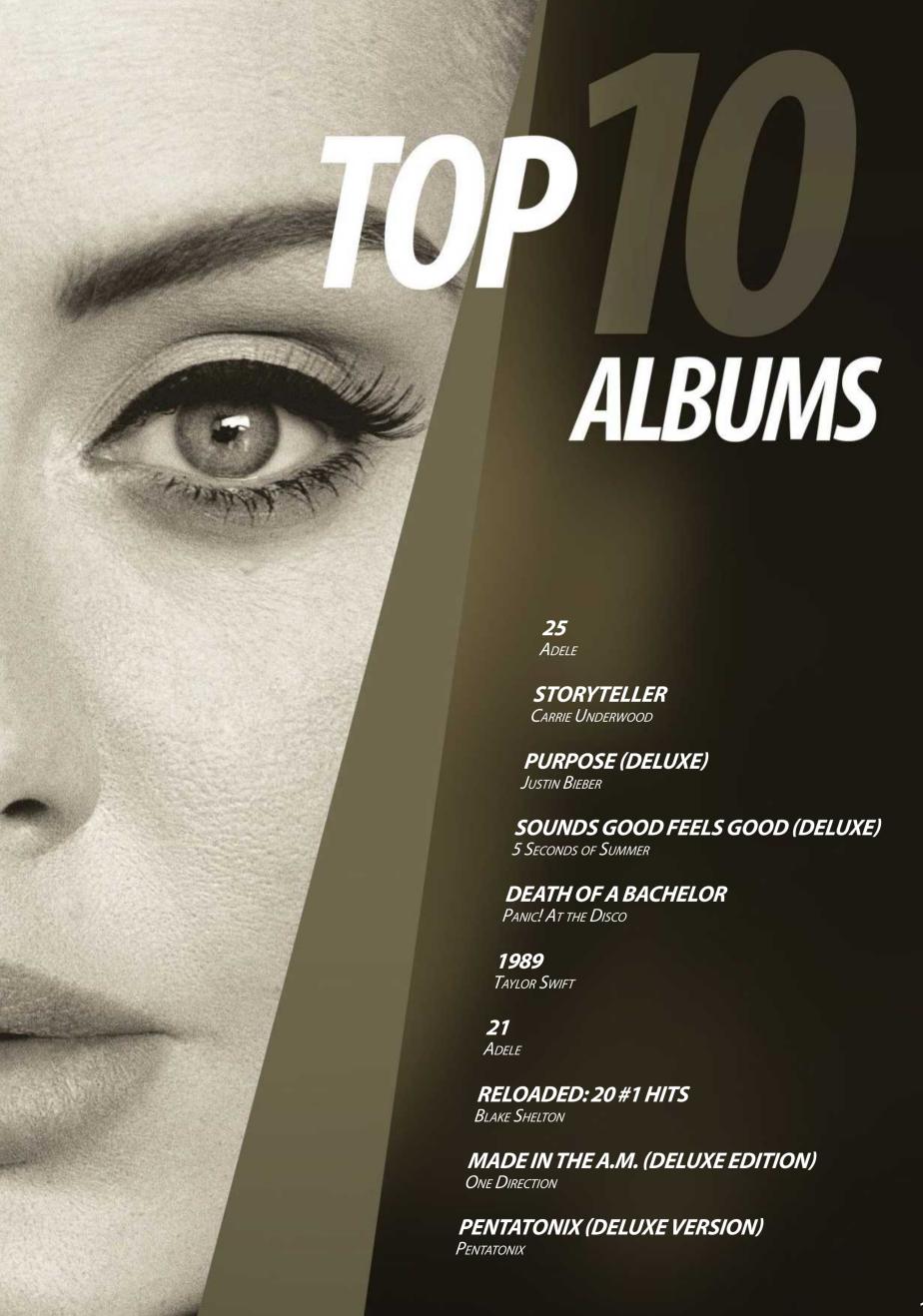
LIKE I'M GONNA LOSE YOU (FEAT. JOHN LEGEND)

Meghan Trainor

DIE A HAPPY MAN

THOMAS RHETT







TOP MUSIC VIDEOS

HELLO

ADELE

HOTLINE BLING

DRAKE

PERFECT

ONE DIRECTION

WATCH ME (WHIP / NAE NAE)

SILENTÓ

WILDEST DREAMS

TAYLOR SWIFT

HEY EVERYBODY!

5 SECONDS OF SUMMER

BETTER WHEN I'M DANCIN'

MEGHAN TRAINOR

THRILLER

MICHAEL JACKSON

WHAT DO YOU MEAN?

JUSTIN BIEBER

UPTOWN FUNK (FEAT. BRUNO MARS)

MARK RONSON









ROGUE LAWYER

JOHN GRISHAM

SEE ME

NICHOLAS SPARKS

THE SURVIVOR

VINCE FLYNN & KYLE MILLS

THE MARTIAN

ANDY WEIR

CAREER OF EVIL

Robert Galbraith

HAVING HER BOSS'S BABY

MAUREEN CHILD

THE MURDER HOUSE

JAMES PATTERSON & DAVID ELLIS

PRETTY GIRLS

KARIN SLAUGHTER

THE GIRL IN THE SPIDER'S WEB

DAVID LAGERCRANTZ

KILLING REAGAN

BILL O'REILLY & MARTIN DUGARD





NEVV ONLINE SITE BROADVVAYHD OFFERS TO STREAM LIVE THEATER

A new online streaming service launches on Monday that hopes to one day become the Netflix of Broadway, offering high-definition broadcasts of top theatrical events to computers and phones.

BroadwayHD currently has a modest list of plays and musicals ready to stream but hopes to eventually be the place where theater fans and educators turn for their live event fix.

It was founded by Broadway producers Stewart F. Lane and Bonnie Comley, a Tony Award-winning husband-and-wife producing team behind such shows as On Your Feet! "A Gentleman's Guide to Love & Murder and Legally Blonde.

We're not going to replace the Broadway experience, but if you can't get to Broadway, get to BroadwayHD, said Lane. Hopefully it will whet your appetite to go see it live.

Users can buy a monthly subscription for \$14.99 and or a yearly one for \$169.99. There's also free content. The shows can be streamed to computers, mobile devices and TVs - both Apple TV or Google Chromecast.

While sites such as iTunes, Amazon Video, Netflix and GooglePlay stream musicals and plays on phones and tablets, BroadwayHD hopes to become the go-to library to find live-captured theatrical events, whether from off-Broadway or the West End, after a show has been seen in cinemas or on cable TV.

While the service currently leans heavily on the archives of the BBC, WNET-TV in New York and Broadway Worldwide, the creators hope they will be able to expand their titles with partnerships and their own captures. They've also added commentaries, introductions and documentaries.

Offerings at launch include more than 120 productions, mostly classics from Shakespeare and Anton Chekov. A lot of it is classic archival pieces, but then we start layering in the new things and go out and start shooting new shows, Comley said. We're looking for this to be the landing place.

The site comes at a time when so-called event cinema has exploded. When once there was just the Metropolitan Opera at the movie theater, now there's the Bolshoi Ballet, concerts from One Direction, circuses and a steady stream of English plays.

To those who sneer at reducing a live Broadway show to the size of an iPhone screen, Lane responds by pointing out that people also said the theater experience would be diluted when microphones were introduced.









This is part of an evolution, he said. We're never going to replace the communal experience of seeing actors live. I understand that. New York has an amazing caliber of talent - of writers, directors and performers - that we'd like to share with the world. If they can't get here in time, we can share that with the world in the best way we can.

A sample of what you can now find on BroadwayHD includes Orlando Bloom in the 2013 Broadway revival of Romeo and Juliet, a live Jekyll & Hyde with David Hasselhoff in 2001, Helen Mirren in A Midsummer Night's Dream, Montego Glover and Chad Kimball in Memphis, Daniel Craig and Stephen Rea in Copenhagen from a BBC TV movie in 2002, and Rufus Sewel in Henry IV. Up next will be Audra McDonald as Billie Holiday in Lady Day at Emerson's Bar and Grill after it airs on HBO.

There's plenty of stuff out there but what we're trying to do is have anecdotal evidence for producers and all of the creatives to see where this goes, Comley said.

Online:

http://www.broadwayhd.com





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